

AMENDMENTS

1-39. (Cancelled).

40. (Currently amended) A method of training comprising the steps of:

providing simulation content, wherein providing simulation content comprises providing dramatic character driven story based simulation content;

generating a representation of expected responses to the simulation content;

delivering the simulation content to one or more participants via a computer network;

monitoring the one or more participants' responses to the simulation content; and

providing feedback to the one or more participants based upon dramatic goals of the simulation, wherein the dramatic goals are based on classic rules of cinematic story telling.

41. (Cancelled).

42. (Cancelled).

43. (Currently amended) The method of ~~claim 42~~ claim 40 wherein the step of delivering the simulation content comprises using multimedia technology for creating a realistic environment.

44. (Previously presented) The method of claim 43, further comprising the step of generating one or more synthetic characters.

45. (Previously presented) The method of claim 44, wherein the feedback is provided by the one or more synthetic characters.

46. (Previously presented) The method of claim 45, wherein the one or more synthetic characters are used to alter the simulation content.

47. (Previously presented) The method of claim 43, wherein the feedback is provided by an instructor.

48. (Previously presented) The method of claim 43, further comprising the steps of alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

49. (Previously presented) The method of claim 43, further comprising the step of altering the simulation content in response to the one or more participants' responses.

50. (Previously presented) The method of claim 43, wherein the simulation content depicts military scenarios.

51. (Previously presented) The method of claim 43, further comprising the step of delivering immersive audio to the one or more participants.

52. (Previously presented) The method of claim 43, wherein the computer network comprises the Internet.

53. (Currently amended) A training apparatus comprising:

means for providing simulation content, wherein said means for providing simulation content comprises means for providing dramatic character driven story based simulation content;

means for generating a representation of expected responses to the simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content; and

means for providing feedback to the one or more participants based upon dramatic goals of the simulation, wherein said means for providing feedback comprises a means for providing feedback based on classic rules of cinematic storytelling.

54. (Cancelled).

55. (Cancelled).

56. (Currently amended) The apparatus of ~~claim 55~~ claim 53 wherein said means for delivering comprises multimedia technology for creating a realistic environment.

57. (Previously presented) The apparatus of claim 56 further comprising means for generating one or more synthetic characters.

58. (Previously presented) The apparatus of claim 57, wherein the feedback is provided by the one or more synthetic characters.

59. (Previously presented) The apparatus of claim 57, wherein the one or more synthetic characters are used to alter the simulation content.

60. (Previously presented) The apparatus of claim 57, wherein the feedback is provided by an instructor.

61. (Previously presented) The apparatus of claim 57, further comprising:

means for alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

62. (Previously presented) The apparatus of claim 57, further comprising means for altering the simulation content in response to the one or more participants' responses.

63. (Previously presented) The apparatus of claim 57, wherein the simulation content depicts military scenarios.

64. (Previously presented) The apparatus of claim 57, further comprising means for delivering immersive audio to the one or more participants.

65. (Previously presented) The apparatus of claim 57, wherein the computer network comprises the Internet.

66. (Currently amended) A simulation method comprising the steps of:

providing simulation content, wherein the step of providing simulation content comprises providing dramatic character driven story based simulation content;

generating a representation of expected responses to the simulation content;

delivering the simulation content to one or more participants via a computer network;

monitoring the one or more participants' responses to the simulation content;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

altering the simulation content in response to the one or more participants' responses based upon dramatic goals of the simulation, wherein the dramatic goals are based on classic rules of cinematic story telling.

67. (Cancelled).

68. (Cancelled).

69. (Currently amended) The method of ~~claim 68~~ claim 66 wherein the step of delivering the simulation content comprises using multimedia technology for creating a realistic environment.

70. (Previously presented) The method of claim 69, further comprising the step of generating one or more synthetic characters.

71. (Previously presented) The method of claim 69, wherein the simulation content depicts military scenarios.

72. (Previously presented) The method of claim 69, further comprising the step of delivering immersive audio to the one or more participants.

73. (Previously presented) The method of claim 69, wherein the computer network comprises the Internet.

74. (Currently amended) A simulation apparatus comprising:

means for providing simulation content, wherein said means for providing simulation content comprises means for providing dramatic character driven story based simulation content;

means for generating a representation of expected responses to the simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

means for altering the simulation content in response to the one or more participants' responses based upon dramatic goals of the simulation, wherein said means for altering the simulation content comprises means for altering the content based on the classic rules of cinematic story telling.

75. (Cancelled).

76. (Cancelled).

77. (Currently amended) The apparatus of ~~claim 76~~ claim 74 wherein said means for delivering comprises multimedia technology for creating a realistic environment.

78. (Previously presented) The apparatus of claim 77, further comprising means for generating one or more synthetic characters.

79. (Previously presented) The apparatus of claim 77, wherein the simulation content depicts military scenarios.

80. (Previously presented) The apparatus of claim 77, further comprising means for delivering immersive audio to the one or more participants.

81. (Previously presented) The apparatus of claim 77, wherein the computer network comprises the Internet.

82. (Previously presented) The apparatus of claim 81 wherein the simulation is a gaming simulation.

83. (Currently amended) A simulation apparatus comprising:

a database containing simulation content, wherein the simulation content comprises dramatic character driven story based simulation content;

one or more participant workstations;

a web server for delivering the simulation content to the one or more participant workstations;

an instructor interface for displaying information to an instructor and receiving input from the instructor;

one or more participant interfaces connecting the web server to the respective one or more participant workstations; and

an artificial intelligence engine for analyzing input into the one or more participant workstations and altering the simulation content in response to the input based upon dramatic goals of the simulation, wherein said artificial intelligence engine comprises an engine for altering the simulation content based upon the classic rules of cinematic story telling.

84. (Cancelled).

85. (Cancelled).

86. (Currently amended) The apparatus of ~~claim 85~~ claim 83 wherein said web server comprises multimedia technology for creating a realistic environment.

87. (Previously presented) The apparatus of claim 86 wherein said simulation content is gaming simulation content.

88. (Previously presented) The apparatus of claim 87, further comprising means for generating one or more synthetic characters.

89. (Previously presented) The apparatus of claim 88, wherein the one or more synthetic characters are represented by digital video.

90. (Previously presented) The apparatus of claim 88, wherein the one or more synthetic characters are represented by one or more static photographs.

91. (Previously presented) The apparatus of claim 88, wherein the one or more synthetic characters are represented by a plurality of articulation photographs.

92. (Previously presented) The apparatus of claim 87, further comprising one or more authoring tools for generating additional simulation content.

93. (Previously presented) The apparatus of claim 87, further comprising means for delivering immersive audio to the one or more participant workstations.

94. (Previously presented) The apparatus of claim 87, further comprising a system activity database for logging information generated in response to the simulation content.

95. (Currently amended) A simulation method comprising the steps of:  
  
providing simulation content, wherein said simulation content comprises dramatic character driven story based simulation content;

generating a representation of one or more participants' expected responses to the simulation content;

delivering the simulation content to the one or more participants;



monitoring the one or more participants' responses to the simulation content;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation, wherein the dramatic goals are based on the classic rules of cinematic storytelling.

96. (Previously presented) The method of claim 95, further comprising the step of presenting the simulation content in response to the one or more participants' responses.

97. (Cancelled).

98. (Currently amended) The method of ~~claim 97~~ claim 96, wherein the simulation content depicts military scenarios.

99. (Previously presented) The method of claim 98, further comprising the step of delivering immersive audio to the one or more participants.

100. (Currently amended) The method ~~of Claim 95~~ of claim 95, wherein said simulation is a training exercise or a gaming exercise.

101. (Previously presented) The method of claim 95, further including the step of generating one or more synthetic characters.

102. (Cancelled).

103. (Previously presented) The method of claim 102, wherein the one or more synthetic characters are used to present the simulation content.

104. (Previously presented) The method of claim 103, wherein the ~~feedback is provided~~ simulation content is presented by an instructor.

105. (Previously presented) The method of claim 104, wherein the computer network comprises the Internet.

106. (Previously presented) The method of claim 105, wherein the step of delivering the simulation content comprises using multimedia technology for creating a realistic environment.

107. (Currently amended) An simulation apparatus comprising:

means for providing simulation content, wherein said simulation content comprises dramatic character driven story based simulation content;

means for generating a representation of one or more participants' expected responses to the simulation content;

means for delivering the simulation content to the one or more participants;

means for monitoring the one or more participants' responses to the simulation content;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

means for presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation, wherein the dramatic goals are based on the classic rules of cinematic story telling.

108. (Previously presented) The apparatus of claim 107, further comprising a means for presenting the simulation content in response to the one or more participants' responses.

109. (Cancelled).

110. (Currently amended) The apparatus of ~~claim 109~~ claim 107, wherein the simulation content depicts military scenarios.

111. (Previously presented) The apparatus of claim 110, further comprising a means for delivering immersive audio to the one or more participants.

112. (Previously presented) The apparatus of Claim 107, wherein said simulation is a training exercise or a gaming exercise.

113. (Previously presented) The apparatus of claim 107, further including a means for generating one or more synthetic characters.

114. (Cancelled).

115. (Previously presented) The apparatus of claim 114, wherein the one or more synthetic characters are used to present the simulation content.

116. (Currently amended) The apparatus of claim 115, wherein the ~~feedback is provided~~ simulation content is presented by an instructor.

117. (Previously presented) The apparatus of claim 116, wherein the computer network comprises the Internet.

118. (Previously presented) The apparatus of claim 117, wherein the step of delivering the simulation content comprises using multimedia technology for creating a realistic environment.